Hawthorne
INSTRUCTION BOOKLET
CRAZYGROUPTRIO
GAMES

A Special Message from CGT

Hello there! I would like to personally thank you for purchasing this physical copy of Mawthorne! Without you this game would have never been made! I may not be the best designer, composer, or artist - but I take my creations very seriously and put everything I have into them (and I hope it shows). Mawthorne is the second game in the "CGT-verse", and does not fail in offering a quest full of action and adventure! Mawthorne has been in production for over a year (plus several months of bug testing) to ensure the quality of this title before entering your hands. I personally feel that many newer "retro" titles don't quite reach the bar and skate by on the most minimal of effort for a quick buck. There are some amazing titles of course - and I want CrazyGroupTrio Games to become synonymous with that type of quality. So you'll know when you spend your hard-earned money on one of my games you know you're in for a good time.

Thank you again, and I hope you enjoy your time with Mawthorne! Until next game!

CGT

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INTRODUCTION

Long ago, the distant planet Ozahk had achieved peace after decades of war, and focused on techological progress. Then the Day of Red Rain occured. The Red Rain corrupted and killed anything that it touched. Unable to stop the rain, the Ozahk's retreated to their capital city and sank the city deep underground to escape the rain. During this process, an asteroid crashed into the planet, plunging deep underground and allowing the Red Rain to fill the underground caverns. The rain stopped, however the blood-red liquid continued to flood the planet, leaving the remaining Ozahk scientists to conclude that the liquid was originating from the asteroid - a place they could not physically reach.

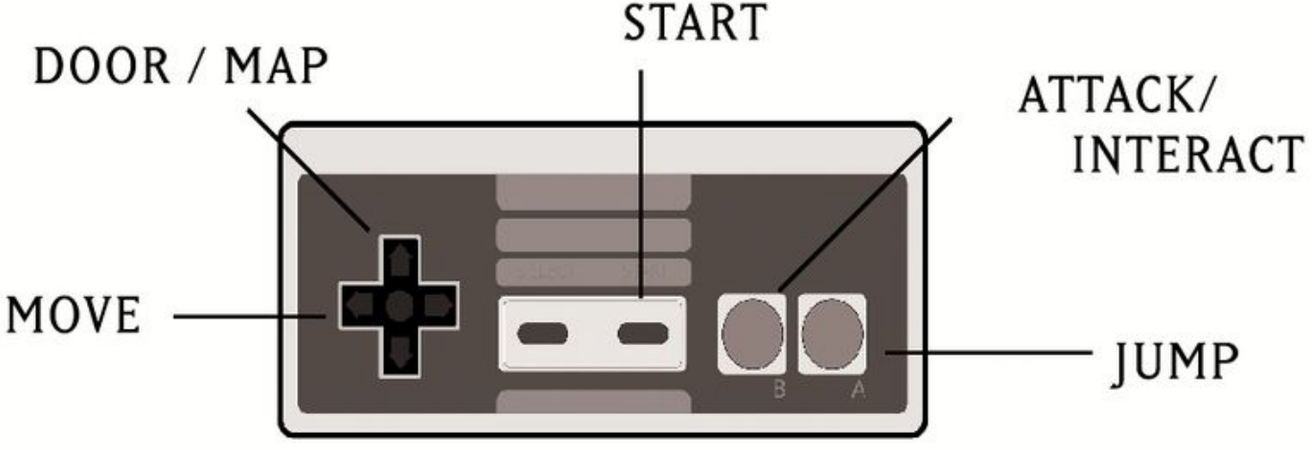
In a last desperate attempt, the Ozahk sent out a signal to the stars in hopes that another intelligent race could aid them in their plight. Several days passed before they received a response - schematics for construction of a homunculus that would be immune to the Red Rain and could reach the asteroid. They were able to successfully build the synthetic lifeform and dubbed him Mawthorne.

Will Mawthorne be able to traverse the ancient underground passageways to reach the asteroid and save the Ozahk people?

Their fate is in your hands!

HOW TO PLAY

Mawthorne is an open world platformer. Explore the world and defeat enemies to venture deeper underground and find your way to the fallen asteroid. Swing your heavy arms to create a blade of energy to fling at your foes. Attacking twice in a row will unleash a stronger energy blade that will move farther, but beware as this will hold you in place for a moment. You can also attack in the air! Defeat powerful creatures that will unlock deeper areas of the underground. Occasionally creatures will drop health pickups that will heal Mawthorne. If you are defeated on your quest, fear not! There are save crystals that can record your progress to that point, but they have a limit of three charges. After that, you'll find yourself back at the start as a new Mawthorne to continue the adventure!



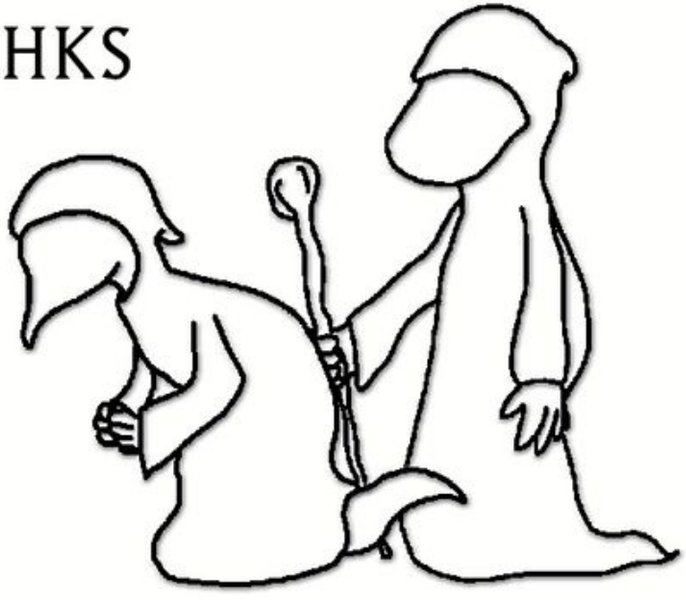
CHARACTERS

MAWTHORNE

The protagonist of our story! His body is made of a tough alloy that makes his body very heavy. Swinging his arms creates a blade of energy. Mawthorne was created as a last resort by the Ozahk to withstand the Red Rain with schematics received from a mysterious source from the stars. Who could it be?

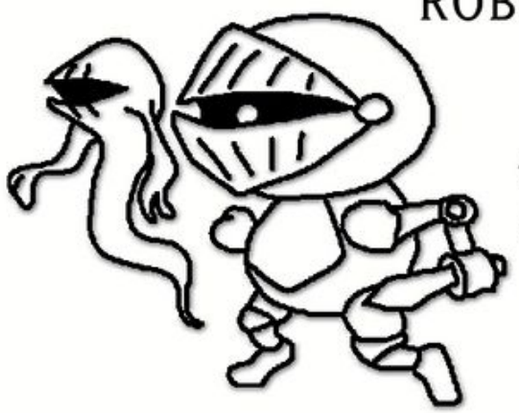
THE OZAHKS

The Ozahks are the victims of our tale. The planet Ozahk is their home, and they created Mawthorne in an attempt to save it. The aftermath of Red Rain has altered their appearance and health, but they have still mapped out the underground and offer hints to aid their creation.



ENEMIES

A handful of enemies you will encounter on your journey!

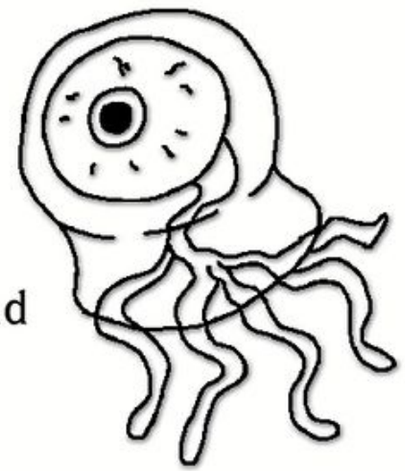


ROBO SENTRY & SPIRIT

A mechanical guard that protects ancient factories. Even when shut down, their spirit may remain!

JELLEYE

This alien creature is accustomed to living in Red Rain. It moves quickly and will shoot at you!

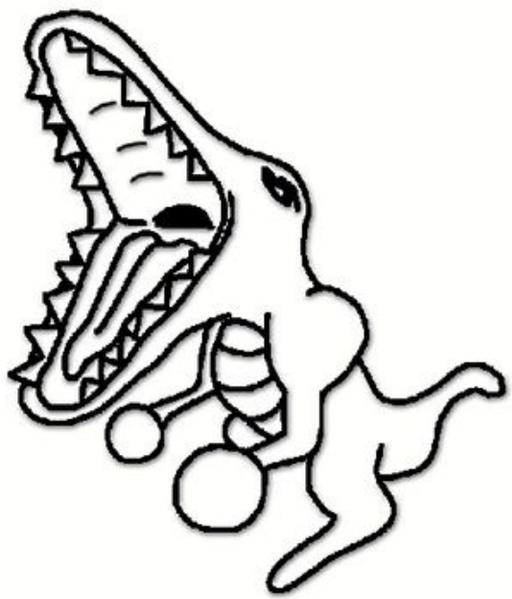


TOITLE

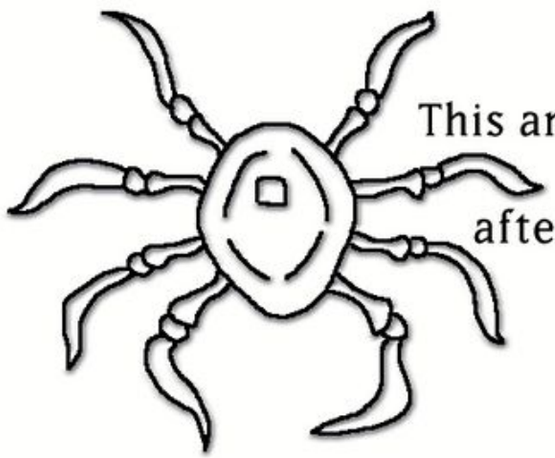
One of the first animals to be tainted by the Red Rain. This is one turtle that does not require rescuing!

SONIC GATOR

A lizard creature that resides in the sewers. It moves fast and fires sonic blasts from its mouth!



ENEMIES (cont.)

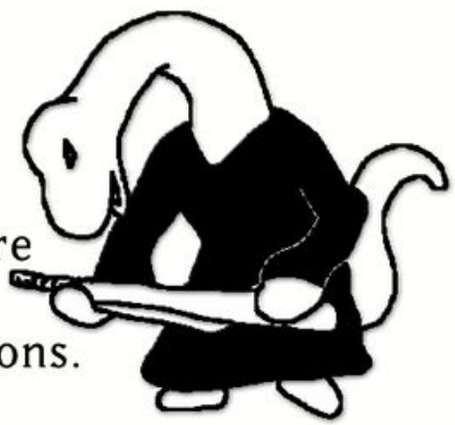


ANCIENT TECH

This ancient technology is still operating after many centuries. They will attack you in several different forms.

OZARDH

These lizard creatures were once Ozahk, but were corrupted by the Red Rain.They seem more organized than other creatures and use weapons.



BOSSES

BARREN KNIGHT

Forever protecting the ancient water factory, this boss can create Robo-Sentry heads to attack you. What other powers does he hide?

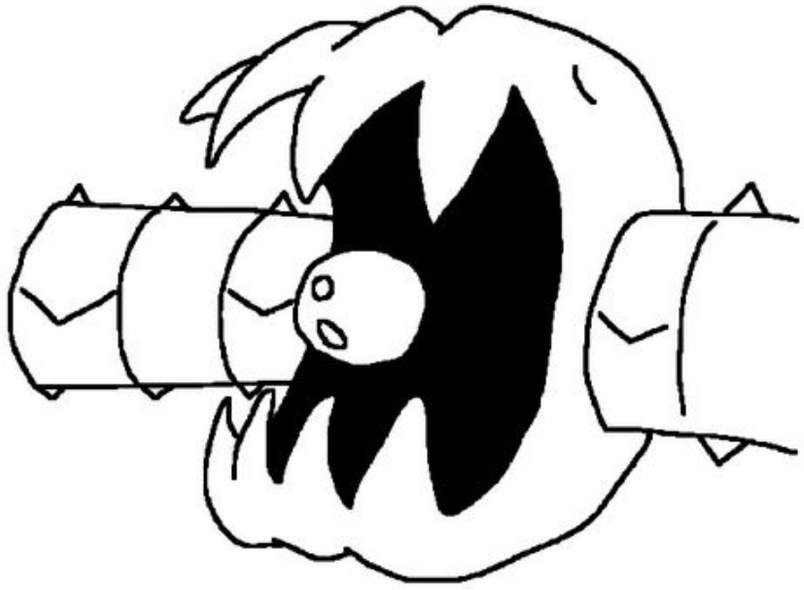
SEWER MAGICIAN

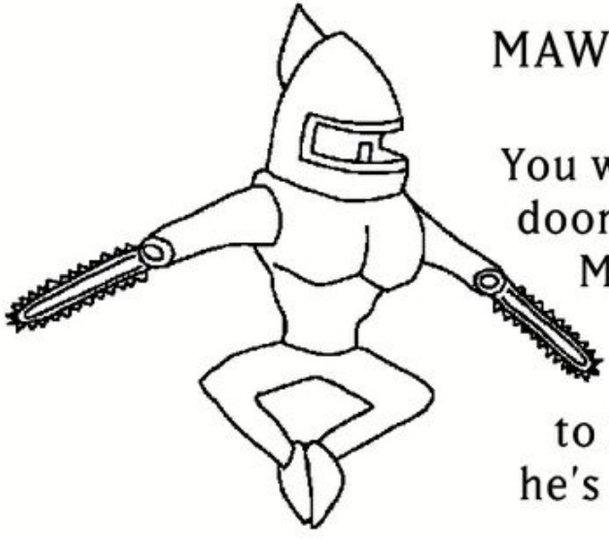
This boss has locked the door to keep out the deeper areas of the underground. Defeat him and you can progress - if you dare!

BOSSES (cont.)

BATTERIES

There are battery generators within the deep underground. All batteries change the world in different ways either by opening doors or making areas weaker and easier to traverse - but destroying a battery is a tough challenge!





MAWGUARD

You will find many locked doors on your quest, and Mawguard keeps most of these doors shut. His design is similar to Mawthorne. Perhaps he's an early prototype?

???

There are many more bosses awaiting you! Some are necessary while some are optional!
The better question is - who is behind the catastrophe on Ozahk?

SPECIAL THANKS TO THESE BACKERS

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Steven B.
Travis
Lionel Vidal
W
Andrew Ajello
Samer Najjar
Jeffery Murphy
Santiago Valero López
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Brian
Rex
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54&O Productions
Jeremie Theolier
Ashley SheyLe Hackert

Chris Nunn
Nadiim 'Dimo' Nafei
Caylen Williams
Scott Curbow
Dwayne Macellari
Jimmy Bertelsen
Robert Oliveira
redrum666
MartianBlobfish
Scott Pezza
Daniel H.
metsallica
Steve DeLuca
Tero Lahti
John Falkevitz
Crimson-X
Costa Sikarte
Neil Stevens
Jason
Frank Provo
Juan Pablo Trad Hasbun
Ty Laughlin
ArcadeGamesCanada
Tim Phelps

Nikki Neon
Anonymous
Jeff Geske
Kurt K
Brain Hornig
Daniel Goldstein
Alex
Joseph
Andrew Bradley
David Johnson
Eric Bonenfant
Sean Roussel
Paul Funtowicz
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Paul Maddaloni
Michael Haller
Jonathan S
Goldsaturn
Jon-Erik Milan
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And...
Of Course You!

NOTES

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